

MOBILE E² FORCES



MOBILE FORCES

Basic Controls

Fire
Alternate Fire
Move Forward/Accelerate
Move Backward/Brake
Strafe Left/Steer Left
Strafe Right/Steer Right
Jump/Handbrake
Crouch
Enter/Exit Loadout
Enter/Exit Vehicle
Reload
Throw Flag
Mouse Look
Look Up
Look Down
Centre View
Walk
Strafe
Pause

Chat

Say
Team Say
Orders

Weapons

Next Weapon
Previous Weapon
Knife
Pistol
Machine Gun
Shotgun
Sniper Rifle
Heavy Machine Gun
Rocket Launcher
Grenade
Trip Bomb
Adrenaline Shot

Left Mouse Button
Right Mouse Button

W
S
A
D
SPACE
C
Q
E
R
G
M
Delete
Page Down
End
Shift
Z
Esc

T
Y
V

I or Mouse Wheel Up
I or Mouse Wheel Down

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3
4
5
6
7
8
9
0

Warning

Please read this section before using this game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

Precautions to take during use:

Do not sit too close to the screen. Sit a good distance away from the monitor, as far away as control devices allow.

Preferably play the game on a small screen.

Avoid playing if you are tired or have not had much sleep.

Make sure that the room in which you are playing is well lit.

Rest for at least 10 to 15 minutes per hour while playing a video game.

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Getting Started

Specifications

Minimum Specification

PII 450 – Windows 95 – 4x Speed CD Drive – 128 Mb RAM

Keyboard & Mouse – Windows 9x. Compatible Sound Card – 32 Mb 3D Accelerated DirectX 8.0 Compatible Video Card

Recommended Specification

PIII 700 – Windows 95/98/Me/XP – 4x Speed CD Drive – 256 Mb RAM –

Keyboard and Mouse – 3D Soundcard – 32 Mb 3D Accelerated DirectX 8.0 Compatible Video Card with Hardware T&L Support.



Installing Mobile Forces

- 1) Insert the Mobile Forces CD into your CD ROM drive.**
- 2) The Mobile Forces CD should automatically start, presenting you with the Setup screen. The information on screen should guide you through the rest of the process.**
- 3) If your machine does not display the Setup screen after a few seconds, it is unlikely that your CD-ROM drive supports AutoPlay, or this feature has been previously disabled. If this is the case, you will be able to access the Installation Menu by double clicking on the 'My Computer' icon from your desktop then double clicking on your CD ROM drive icon which appears. Then locate and double-click the SETUP.NOW icon. The Setup screen should now appear.**
- 4) When the game has been installed, it will return you to the initial Setup screen. If DirectX 8.0 is not already installed you will be prompted to install it at this point. You will not be able to play the game until you have installed DirectX 8.0.**
- 5) Once you have done this, click 'Play Mobile Forces' to begin the game.**

Note: the Mobile Forces CD will need to be present in the drive at all times when playing the game.

Controls

These are the default controls. They can be changed at any time by selecting 'Controls' from within the 'Options' menu.

Basic Controls

Fire
Alternate Fire
Move Forward/Accelerate
Move Backward/Brake
Strafe Left/Steer Left
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Q
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Page Down
End
Shift
Z
Esc

Chat

Say
Team Say
Orders

T
Y
V

Weapons

Next Weapon
Previous Weapon
Knife
Pistol
Machine Gun
Shotgun
Sniper Rifle
Heavy Machine Gun
Rocket Launcher
Grenade
Trip Bomb
Adrenaline Shot

[or Mouse Wheel Up
] or Mouse Wheel Down
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7
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Game Basics

Arming and Mobilising

Entering a level, you'll find yourself in "Loadout" – a weapon selection screen. Here you can equip yourself with weapons from the armoury. Use the up and down keys to scroll through the range of weaponry at your disposal, pressing E or Enter to select.

Alternatively, use the mouse wheel to scroll through the weapons and the left mouse button to select.

There is a limit on the amount of equipment you can carry, and each weapon takes up a variable amount of space. Choose carefully whether to go for one big weapon, or a balanced mix of several medium ones.

Also remember that the more you carry, the slower you'll run. Whilst arming yourself to the teeth will make you a mean adversary, you'll be a bit of a slouch when it comes to diving out of the way of oncoming vehicles.

Once you're happy with your selection, pressing the 'Loadout' key admits you to the level. Note that as far as other players are concerned, you aren't on the level until you come out of Loadout.

If you wish to re-enter loadout to change your weapons at any time simply enter your own team room (you're unable to enter the enemy team room) and press the Loadout key. This automatically replenishes ammunition in all currently held weapons. In Deathmatch games, instead of team rooms, you can use one of the Loadout crates which are scattered around the level.

Pressing the Loadout key in the middle of nowhere doesn't let you pick up weapons, but it does let you drop them – which can prove handy to a teammate, or for a quick getaway!

Inevitably, at some point during a game you will be killed. Should the Grim Reaper pay you an early visit, you'll give up any items you're carrying, and shortly afterwards be reincarnated at the team base (or a Loadout crate in Deathmatch games), where you can re-equip.

Driving

Vehicles are an integral part of Mobile Forces – they can be used to get you somewhere quickly, get others there quickly, as a weapon, as a shield – even as a decoy. Take time to become very familiar with them.

In every vehicle, you can either be the driver, or a passenger. To drive a vehicle, the driving seat must be empty. Simply run up to the front of the vehicle and press the Enter/Exit Vehicle key. To be a passenger in a vehicle, run up to the rear of the vehicle and press the Enter/Exit vehicle key. As well as getting the chance to admire the view, passengers also still have their hands free for any target practice en-route.

You can physically jump onto a vehicle and hitch a ride that way, but any bumps or crashes are liable to send you flying. Both drivers and passengers exit vehicles by pressing the Enter/Exit Vehicle key again.

Each vehicle has its own characteristics –passengers capacity, speed, acceleration, armour and handling. You should be careful to choose the right one for the job.

The sharp shooters will soon learn the weak points of a vehicle – such as tyres. Shoot one of these out and the driver has his work cut out. Shoot several out and you might just have yourself a sitting duck...

And strictly for the eagle-eyed is the petrol cap at the back of each vehicle – a single shot with a powered up sniper rifle detonates the fuel tank, sending the vehicle and all its occupants back from whence they came.

Also bear in mind that when a vehicle has been empty for a length of time it will 'time-out' and respawn back at its starting place – forgetting this can leave you disadvantaged, but remembering it can let you employ sneaky tactics!



Engaging the Enemy

All of the weapons at your disposal have two firing modes – main and alternative. For some weapons, like the Sniper Rifle, alternative fire allows you to use the scope to zoom in for a clearer, more accurate shot. But beware – this is no use to players on the move.

Other weapons, like the Trip Bombs, have a completely different alternative fire – they can either be placed across corridors as traps, or thrown down to act as proximity mines. Both have their own advantages, and both are deadly.

Remember to make full use of the body armour and adrenaline shot available in Loadout to maximise your valuable health.

Commanding Troops

Mobile Forces is a team game, and the only way to succeed is to be a team player. In single player games, all your teammates will use a standard strategy to try to win the game, but once you start to know better, you can direct them in the most effective way. Hold down the Orders key, and decide what you want done, and who you want to do it. Want a posse to carry out a coordinated charge at the enemy? Grab a truck, and direct your teammates to follow you – they'll jump in as passengers and start blasting as soon as they're within range. Fancy letting a team-mate take the wheel? Jump in as a passenger and let yourself be chauffeured round.

Interface

Minimap: A top-down map of your surroundings, as well as positions of yourself, teammates and any goals for the level

Messages to you

Loadout Icon, this is displayed whenever you can enter Loadout

This shows your remaining health

If you picked up Armour in Loadout, this shows your remaining Armour



Weapons you are carrying

Team scores

Missions

The core of the game. As special forces soldiers, you and your team are enlisted to battle your way through a diverse array of inhospitable environments, head-to-head with enemy troops. On each level you will need to complete several different missions in order to unlock the next level. Progress is directly related to mission success. You will never know what the next level holds and where you will be deployed until you unlock it. As the levels unfold, and your skills increase, the requirements for success will become more and more demanding.

When you first start the game, only the first level is available. Scrolling through the levels to the right on the missions screen will show you the number of points needed to unlock subsequent levels.

Skirmish

Skirmish is the opportunity to play the levels how you want to – replay those magic moments from Missions mode, create more mayhem with more players, or go for a stealthy game with less players. Increase the skill levels of the bots to test the limits of your own abilities or change the game rules to suit your style. The key is to see what works best for you.

There are many game variables which can be tweaked to provide huge variations on the original missions.

Multiplayer

Test your calibre against human opponents – whether they're your work colleagues, friends or someone on the other side of the world. Show off your skills with a LAN (Local Area Network) or Internet game.

The profile you have selected will be the one other players see, so make sure you've picked one you're happy with. If you're not on a LAN or don't have an always-on connection, ensure you are connected to the internet before running a multiplayer game.

If you're new to internet multiplayer games, select 'Join Game' from the 'Multiplayer' menu, and then the type of game you'd like to play – this accesses Mobile Forces servers to display a list of all games of that type currently taking place. You will get the best performance by joining one with the lowest possible 'ping' time (the time, in milliseconds, it takes for a message to get from your computer to the host computer, and back again).

If you have a Local Area Network (LAN) setup at home or work, you can join a LAN game where the ping times will usually be negligible.

If you're familiar with multiplayer games, you can host your own Mobile Forces game by selecting 'Host Game' from the 'Multiplayer' menu. On this screen you can select which level and gametype you wish to play, as well as being able to change a variety of options to tweak the game to your personal preferences.

If you know the Internet Protocol (IP) address of a game already being hosted on the internet, you can join it directly by typing this in after selecting "Open Location" from the 'Multiplayer' menu.

NB: please note that for the best performance with internet games, we recommend a broadband connection rather than modem dialup.

Game Objectives

There are eight different game types in Mobile Forces, as follows:

Deathmatch



You're completely alone! Deathmatch is purely 'kill or be killed'. Every time you 'frag' (kill) another player you gain a point. The winner is the player who reaches a predetermined frag limit, or who has the most number of frags when a time limit runs out. With only yourself to look out for, you need to be quick-thinking and quick-moving to survive – a real soldier of fortune.

Team Deathmatch



Group together with your team for a concerted attack on the opposition. No quarter is given, and none is expected. Move in a coordinated fashion and your team will become an unstoppable killing machine. No objective, except to wipe the enemy off the face of the level. Again and again. Now you've got some backup, use it wisely.

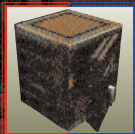
Detonation



You, your team and the enemy have been fitted with electronic collars packed with C4, triggered to explode when a key activates the detonation point in your HQ. Unfortunately, the key's lying around the level somewhere. In the wrong hands it will mean death for you and your team. Your objective is to get that key, storm enemy HQ, and insert the key into their detonation point. This will initiate a countdown sequence to collar detonation. At zero, annihilation of the entire enemy team occurs in one swift and merciless move.

Remember – should they get the key to your detonation point, you'll meet the same fate as you can't afford to stand around. Don't lose your head.

Safe Cracker



You will start the game either defending your safe or attempting to attack the enemy's safe.

As the attacker, over-run enemy HQ with your team, blast the door off their safe using all the firepower at your disposal, steal the gold contained within and hotfoot it back to your base with the loot. You have limited time, so don't dawdle. Once this is done or your time runs out, dig in: It's the enemy's turn.

As the defender, guard the heavy duty safe in your HQ for a set time period. The enemy will throw everything at you and the safe with the sole intention of thieving your gold. Protect the precious metal for the duration of the timer and you'll emerge victorious.

Trailer Capture

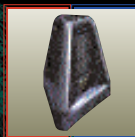


A Humma towing a trailer laden with a powerful explosive device is parked up somewhere on the level. Get your team to it before the enemy does, hijack it and drive it straight into the enemy base. Pull up in the marked delivery bay, and it will countdown to detonation, so get out and run for it! Watch the fireworks as the enemy is toasted in the massive blast, and score a point too.

The enemy will be trying to do the same, so be on your guard, and expect a hard battle over possession of the vehicle. No Sunday drivers please.

To win, reach a predetermined score or deliver the most trailers in a set time. The moral of this gametype is that it's better to give than to receive.

Holdout



Race to a predefined neutral zone on the level. Then, alongside your teammates, fight tooth and claw against the enemy to take control of the area and tag the timer – a module which records team occupation of the zone. Be quick to change tactics from attack to defence in order to preserve your hard won territory. Should the enemy touch the timer it will start timing their occupation. First to a total Holdout time limit, or to dominate longest within a set amount of time, wins. In Holdout mode, battles are often bitterly fought and the timer switched many times before a winner is declared. Never give up – the game can turn around in an instant.

Captains



‘Remove the head and the body will fall’. That’s your motto for ‘Captains’. Kill their team leader, but make sure you defend your own. Like all true assassination attempts, the more efficiently you get in and get out the better. But don’t expect the enemy captain to be hanging around waiting to be shot. He’ll be heavily armed and with a whole entourage of soldiers to protect him. And they’ll be after your captain too (that could be you – the star icon on the right of your screen will denote that you are captain). Points are scored for every captain you kill. Win by reaching a target number of kills, or finishing off the highest number of enemy captains in a set time. As an added bonus, the enemy captain’s location will be shown on the minimap.

Capture The Flag (CTF)



Like all true warriors, you and your team fight under your flag with pride. So it is a real triumph to humiliate the enemy by stealing their flag from under their noses and returning it to your base. You score a point every time you do this. Rack up the most points in a given time and you’re the winner, or achieve a set number of points to win.

Tactics are important in this classic team game. You cannot score unless your flag is secure in your base. If it has been pilfered by the enemy, you can only score once it is returned. Play a fine balance between attacking and defending to maintain the upper hand. A stealthy approach can often pay dividends where a full frontal attack will fail. Stealing the flag is one thing. Getting it back home is another.

Weapons & Equipment

Knife



This large Bowie knife is perfect for close quarters combat. Razor sharp and made from hardened carbon steel, the blade will slice through almost anything or anyone. Slash and stab your opponents if you can get close enough. If not, the knife is carefully balanced for throwing (alternative fire) at short range. As the default weapon, you will never be without it, and it could get you out of some tight corners.

Pistol



A small firearm, light and compact, the pistol is a semi-automatic 9mm nickel plated sidearm which can be tucked away in a pocket for use as a last resort. Though small it is surprisingly effective in the right hands. Use alternative fire for a more accurate stance. As with the knife, this is a secondary weapon, something to rely on in a crisis.

Machine Gun



A serious piece of kit – this automatic rifle has a rapid rate of fire, yet is light and manageable. Designed for use as a primary weapon for assault troops needing to move quickly, you can carry this weapon while sprinting. In automatic mode, hang on tight to control the recoil. It has an alternative 'target' mode too, allowing for more accurate shots using the sights. You will only be able to fire one shot at a time in this mode.

Shotgun



For the blunt approach nothing can beat this weapon. Favoured by SWAT teams and elite forces in close-quarters battle situations such as sieges, the shotgun has excellent 'clearing' capabilities. Its wide angle of fire means that several opponents can be felled at once when grouped together, perfect for storming enemy HQ. The drawbacks are the poor number of shots, and the massive recoil. Two shots then you reload. Each mouse button fires a different barrel. Should you choose, by pressing both mouse buttons you can give 'em both barrels at once.

Sniper Rifle



This is the Daddy of long range portable weapons. A fully equipped sniper rifle with a laser sight and a massive zoom capability, through the crosshairs of its crystal clear optical scope (alternative mode) you will be able to pick off approaching enemies before they know what's hit them. Holding down the fire button will allow powering up of this weapon. The laser beam will increase in intensity as the power increases, visible to everyone in the area. At half power and above the light armour piercing round will cut through a fuel cap to ignite a vehicle petrol tank and decimate an opponent at any range. To use the variable zoom, enter zoom mode then change the magnification using the mouse wheel. Poor reload rate and a small magazine are drawbacks. Also, be aware of enemies creeping up on you while you're absorbed with looking through the lens. Find a high place for the best views, preferably remote and unassailable. And take a team mate to watch your back.



Heavy Machine Gun

As the name suggests it is incredibly heavy. You won't be sprinting anywhere with this. Designed to be mounted on a solid object such as a low wall or a crate (using alternative fire), it can only be fired once deployed, which involves attaching its tripod to something. Once deployed, which takes a couple of seconds, the rate of fire is astronomical. This weapon will cut down all approaching enemies mercilessly, making it ideal for defending a position or causing havoc near an enemy base. Whilst the ammo clips are huge, they are depleted rapidly, so have a fallback plan once ammo is exhausted. You will be unable to move whilst the gun is deployed. Also note, the gun cannot be attached to vehicles.



Rocket Launcher

A device for launching self-propelling projectiles which explode on impact with devastating force. This weapon will stop a lightly armoured vehicle in its tracks, killing all occupants. In alternative mode, use the scope attached to gain a more accurate shot. Holding the crosshairs over an object long enough will enable a LOCK-ON. Firing whilst locked on will release a target-seeking rocket which will hunt down and obliterate your prey. However, carrying an arsenal of high explosive ballistic ammunition and a launcher isn't easy, and takes up space. Be prepared to make sacrifices in terms of speed and backup armament.



Grenade

The traditional high explosive manual projectile. Easy to carry and operate, the grenade is an explosive encased in metal which fragments on detonation, injuring those within close proximity. Throwing them is a bit of an art, because they have a timed fuse. Power up the throw by holding down the fire button, then let go, and watch them explode a few seconds after release. In secondary mode they can be primed to explode on impact, which makes dealing with moving objects simplicity itself.



Trip Bomb

An explosive which detonates when a laser beam projected from its casing is interrupted by a hapless enemy. When planted, the trip bomb emits a laser beam which acts like a trip wire between the explosive and the object opposite. The trip bomb can be attached to most things around a level, including vehicles. It is not possible to attach a trip bomb if the distance to the object opposite is too great for the laser to work reliably. Once planted, the trip bomb is indiscriminate and will detonate even if the laser beam is interrupted by the planter of the bomb. The bomb is packed with C4 explosive, light, compact, and yet highly potent. Even armoured vehicles will incur damage when in close proximity to a detonating trip bomb. The laser beam is in the team colour of those who planted it.

The secondary mode allows the bomb to be primed as a proximity mine, which will explode when approached too closely from any direction. Operating like a grenade, it can be thrown varying distances by powering up the throw (holding down the alternative fire button)



Adrenaline



Injury in battle is an occupational hazard. When injected, this syringe of Adrenaline will give you the energy to continue fighting and increase your threshold for pain. It will effectively restore your original health levels even if you're on the brink of death. A very handy accessory should you find yourself critically wounded in the middle of nowhere. Adrenaline can be administered to team mates by approaching them and using alternative fire.



Armour



Constructed from Kevlar weave and plating. A necessity if you are intending to do battle the traditional way, face-to-face. Of course, it doesn't stop you getting injured, but it lessens the damage caused by most weaponry. Body armour will only sustain so much damage before it becomes useless.

Note: When using the pistol, machine gun, sniper rifle and rocket launcher in alternative fire mode, you will only be able to move slowly to maintain aiming accuracy.



Vehicles



Buggy

The buggy is a Fast Attack Vehicle, designed for rapid transportation of special forces and for flanking slower moving vehicle convoys. Constructed from a light tubular frame with a powerful engine bolted on, it carries a driver and one passenger (who perches on an overhanging rear seat). High-revving and very fast, the buggy is excellent for cross-country all terrain driving. However, its lack of armour makes the occupants easy targets for snipers, although the roll cage protects them in a crash. The passenger also has excellent visibility all round, so firing on the enemy whilst moving is easy. Handling is race-car like due to its featherweight properties and responsive power unit.



Humma

A medium sized vehicle with all-terrain capabilities, the Humma is used widely throughout the military for many roles, from battlefield ambulance to troop carrier. Its huge tyres can surmount most obstacles and suspension is optimised to allow fast travel across rough terrain. It can carry a driver and three passengers. Hatches in the roof at the rear allow the backseat passengers to stand and take an offensive stance against enemies. The Humma is armoured, with a slotted metal plate rather than a windscreen, to protect the driver. However, a sharpshooter will find it possible to pick off the driver with careful aiming and timing. The large tyres are also prone to being shot out, which will render the Humma more difficult to control and result in a loss of traction.



Truck

The Truck is a large rigid bodied, six-wheeled vehicle with a covered passenger area. It has the largest carrying capacity in Mobile Forces and can carry 3 passengers in the back plus the driver and a front seat passenger. However, as with most large vehicles, it is quite slow and handling is not pin-sharp.



APC

The Armoured Personnel Carrier, nicknamed the 'Armadillo', is a heavily armour-plated truck. It is capable of withstanding several direct rocket hits and is totally unhindered by gunfire. One player drives whilst the other is secured in the elevated turret. This is the vehicle for a full-frontal assault on an enemy base, although its weight means that it takes some time to build up to its top speed, so it's not ideal for a blitzkrieg style attack. Also, manoeuvrability is not a strong point, though it has excellent stability.

Options

A variety of game settings can be changed by going into the 'Options' menu – this is available either through the Main Menu system, or by pressing Pause in the middle of a game (note that player settings cannot be changed when paused).

Video

Resolution, Colour Depth and Texture Details settings determine the quality of the image – these should be set as high as your computer will allow. If the game runs slowly, then you should decrease these values until the game runs smoothly.

Brightness, Contrast and Gamma should be set based on your preference.

Audio

Sound, Music and Voice volume can be adjusted independently – if you're struggling to hear what your teammates are saying for example, you may need to increase Voice volume.

Sound Quality should be set as high as possible. If you find the game runs slowly, decreasing sound quality may improve speed.

The remaining settings give you control over the variety of different sounds in the game.

Game

This contains various settings you can use to customise how you play your game, for example how much your view 'bobs' up and down when running, whether the minimap is displayed, what form your crosshairs take etc.

Control

Here you can redefine the controls you wish to use. If at any time you wish to revert to the default settings, simply select the options at the bottom of the list.

Input

This lets you fine-tune how your controls work, changing mouse sensitivity etc.

Player Setup

This is the screen you saw when first setting up a new profile – you can use this screen to go back and change your player (profile) name, team colour and player model.

Troubleshooting Guide

Driver Problems

The vast majority of problems that you are likely to encounter will be related to drivers, which should allow the game to make optimum use of your system resources. Mobile Forces is dependent on Microsoft DirectX drivers, which are responsible for various aspects of your system including: video, sound, controller input, 3D graphic functions, CD ROM access and other functions. If you do experience problems, always ensure that you are using the latest drivers for these devices, and that your DirectX installation shows these devices as being certified. Run the application dxdiag.exe to confirm this. The latest version of DirectX can always be downloaded from :

<http://www.microsoft.com/directx>

CD ROM Problems

Make sure that the CD ROM disk is in the drive, with the label facing upwards. The CD ROM disk must be in the drive to install or run the game. Ensure that the CD ROM disk is free from any markings or scratches that may interfere with normal operation. If the disk requires cleaning, gently wipe the surface with a dry, non-abrasive cloth. If at any time the disk vibrates excessively in the drive, remove the disk immediately and return it to the retailer to be exchanged. The disk may be defective and prolonged use may damage the CD ROM drive.

Sound Problems

Make sure that your speakers or headphones are plugged into the correct socket, and that the volume control is at an appropriate level. Check front/rear speaker cables are correct using surround sound systems. Ensure that the speakers are switched on.

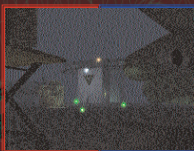
If you continue to experience problems, ensure that the Volume Control taskbar icon (depicted by a small yellow speaker) is present. Double-clicking this icon will open the Volume Control window. Make sure that the Wave and Master Volume controls are set at an appropriate level and that the Mute feature is not enabled.

Hints and Tips

- Command the bots on your team by holding down V, then selecting an order from the menu.
- Using alternative fire (Right Mouse) will provide another way to use your current weapon.
- Use the scenery to your advantage – there may be more to it than meets the eye.
- A good tactic for a full frontal assault is to cover your team from a safe position, using the sniper rifle to pick off enemies. Or get a couple of team-mates to cover you.
- When getting into a vehicle check the minimap to see if any team-mates are near. They may be running to get in the vehicle too, so wait for them if you want some backup!
- Keep an eye on ammo levels – you don't want to run out at a crucial moment.
- The best way to climb up / down ladders is to run at them whilst looking straight ahead.

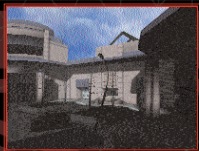
Recon Reports

Airport



A passenger terminal faces a warehouse across a large open area that is populated by a large passenger jet and a huge cargo plane that you can take cover in if needed. The central area of the map is dominated by a control tower. Several 'routes' exist across the map, but it's a definite case of looking for available cover between firefights. Cover for foot soldiers traversing the map is provided by the numerous small aircraft that populate the area.

Car park



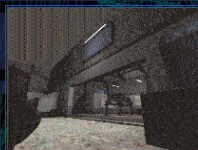
Blue base is situated atop a multi-storey car park in a disused office block, with the Red base housed in a shopping centre just outside the car park. The central area is found in the lobby area of the car park and is a hotbed for frantic firefights. A great level for close quarters vehicle combat on the ramps and levels in the buggies and hummers, although skillful handbraking and vehicle control is required for rapid ascent / descent. Convenient stairwells provide an alternative route to the ground level for those who choose to go on foot.

Docklands



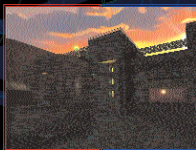
A large map, featuring the Blue base on a cargo tanker, with the Red base located inside a gasworks. Several routes are available across the map for both vehicles and those on foot. All routes travel through the central combat area – which features a large, several storey high generator. Watch out for lots of z-axis attacks (from above and below) in this area as there are numerous walkways around the central area, and around the generator itself. A large container yard at one end and multiple gas tanks at the other provide the means for players to gain some height advantage on the opposing team – ideal locations for a last stand.

Ghetto Scrap



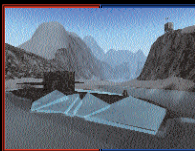
With a scrap yard as the base for the Blues and a derelict apartment block housing the Red base. A complex deserted urban environment plays host to the middle ground, with plenty of interiors to traverse. Lots of varied combat is on offer in this level, with plenty of opportunities for snipers to take to the roof tops and try to pick off the opposing team. Snipers however should be wary of sitting still for too long as there are plenty of routes for opposing team players to creep up behind and take you out.

Hydro Works



A huge hydro plant, with opposing bases facing each other, separated by a massive central structure. There are plenty of opportunities for getting a height advantage on the other team. Be careful though as it's often a long way down! Ramped sections that allow the vehicle drivers to catch some 'air' punctuate long stretches of open ground. A great level for long range sniping and rocket attacks against enemy vehicles, with close quarters combat being the order of the day around the base areas and inside the central section.

Polar Research



Two arctic research stations, separated by a vast expanse of mountainous arctic waste. A snake-like route links the two bases together with a submarine that's broken through the ice flow sitting in the central area of the map. Caves at the rear of the bases provide quick routes for those on foot to get to the central area of the map. Routes are also available for both vehicles and those on foot up onto the mountainous sections, giving a great vantage point on the action, but leaving them vulnerable to sniper fire from members of the opposing team who had the same idea!

Rail Quarry



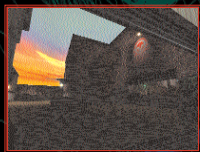
A large map with vast open terrain walled in by mountains. The Blue base sits in a disused passenger building, with the Red base stationed in a maintenance shed, whilst the central area of the map is a raised 'bottle neck' between two disused train tunnels. Both bases are accessible via these tunnels which are blocked to vehicles but freely admit foot troops – ideal for rapid deployment of personnel to the central area and attacks against the opposing team. Several routes are available for traveling the map, with snaking 'road' routes across the terrain, to train track routes across the huge railway bridge that allows both teams an alternate method of quickly attacking the opposing base on foot. The bridge is also an ideal location for rocket launcher equipped players and snipers alike. There is very little natural cover on the map. Go in numbers or move quickly otherwise you'll be respawning in short order.

Sawmill



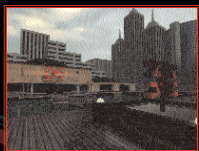
Set in a woodland area at dusk with a large river cutting its way between the Blue and Red base. A covered bridge provides vehicle access to each side of the map, whilst several smaller footbridges providing quick routes for those not in vehicles, although they are much more open and ideal ambush points. Several watchtowers populate each of the base areas with more being found in the central area, although careful players can negate the risk by using the abundant cover that's available. The Sawmill provides plenty of close-quarter-combat areas between the trees with skillful driving being the order of the day in the tightly populated tree areas.

Warehouse



Both team bases are stationed in warehouses, with a large 'lobby' area in each base for vehicle deployment. A circuitous route through storage areas allows vehicle traffic to make quick progress towards either base. However along the route there are plenty of opportunities for opposing teams to deploy attack teams in relatively strong cover between crating and purposely designed emplacements to take out enemy vehicles. The central area features an open warehouse with climbable rows of storage shelving that make great ambush points. An alternative route is available through the map that avoids vehicle combatants and gives plenty of cover. The entrance to the route can be found in the 'lobby' area of the base, and although this can provide that 'quick getaway' it is often the scene of many fierce firefights.

Waterfront



Two 'mirrored' marina complexes make up this level, with long 'fast' open stretches connecting the two areas for those who choose vehicles. A central building allowing rapid access to each base for those on foot. Several exits are available from each base. However, the map has little in the way of strong cover for sniping, favoring more the run 'n' gun ethos. Attacking in numbers and rapid assaults are the order of the day. Players should be wary of enemy snipers and attackers on the roofs of each marina building.

Western



A horse shoe shaped map with both bases using deserted western townships for deployment, an 'alamo' style fort is the central feature of the map. The fort has plenty of available outward cover for those players who want to take out incoming enemy forces, whilst players inside the fort keep monitoring for stray opponents who have entered the fort unseen. Tunnels provide quick access to either a raised central sniper loft or the Alamo style fort – these narrow tunnels can be accessed from each base and can provide a weak point in your defenses if not properly protected. The bumpy terrain is best traversed in the fast attack buggy, however it's a relatively weak vehicle so be sure you take backup support in the form of a gunner or another vehicle.

Credits

Development

Programming

George Harris

Dan Leyden

Alistair Baxter

Physics Programming

Bill Henderson

Level Design

Steve Banks

Billy Thomson

Additional Level Design

Pat Fitzsimons

Art

Steve Hodgson

Gary Thomson

Jason Hall

Martin Good

Producer

Colin Macdonald

Studio Manager

Dave Jones

Thanks to

Si 'XEON' Donbavand

Janis 'hanZ' Schibalski

Jonathan Hughes

Stephen Hewitt

306

Paligap

JCal & Serpentinus

2Lions & Vader

Frag-girlie & Luckee

Tom How aka Opsman

Tim 'Skullic' Atha

Kimberly Vizurraga & Bob Mandel

Mike Way

Coda

*Rob

Marty

Publishing

QA

Dean Bent

Stuart Williams

Richard Hughes

Nick Hall

David Dixon

James Brodie

Paul Coles

Stuart Clenton

Gavin Clark

Mark Povey

Jody Craddock

Adrian Williams

Lee Mather

Kevin Brown

Audio

Darren Lambourne

Stephen Lord

Manual Layout

Bill Bird

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Simon Gardner

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